Suikoden II

幻想水滸伝

TEEN
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CONTENT RATED BY ESRB

KONAMI®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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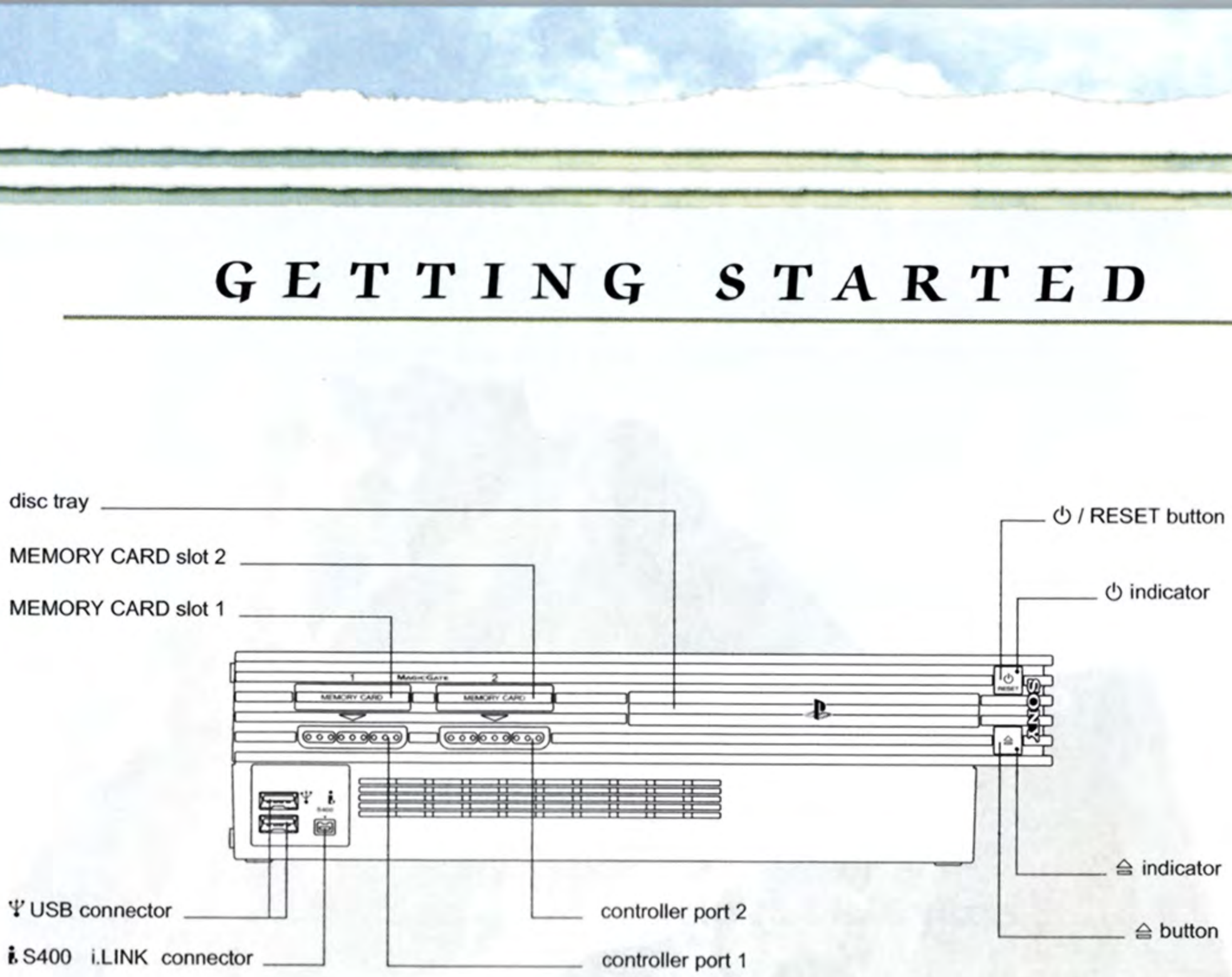
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the SUIKODEN®III disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using this software.

Memory Cards

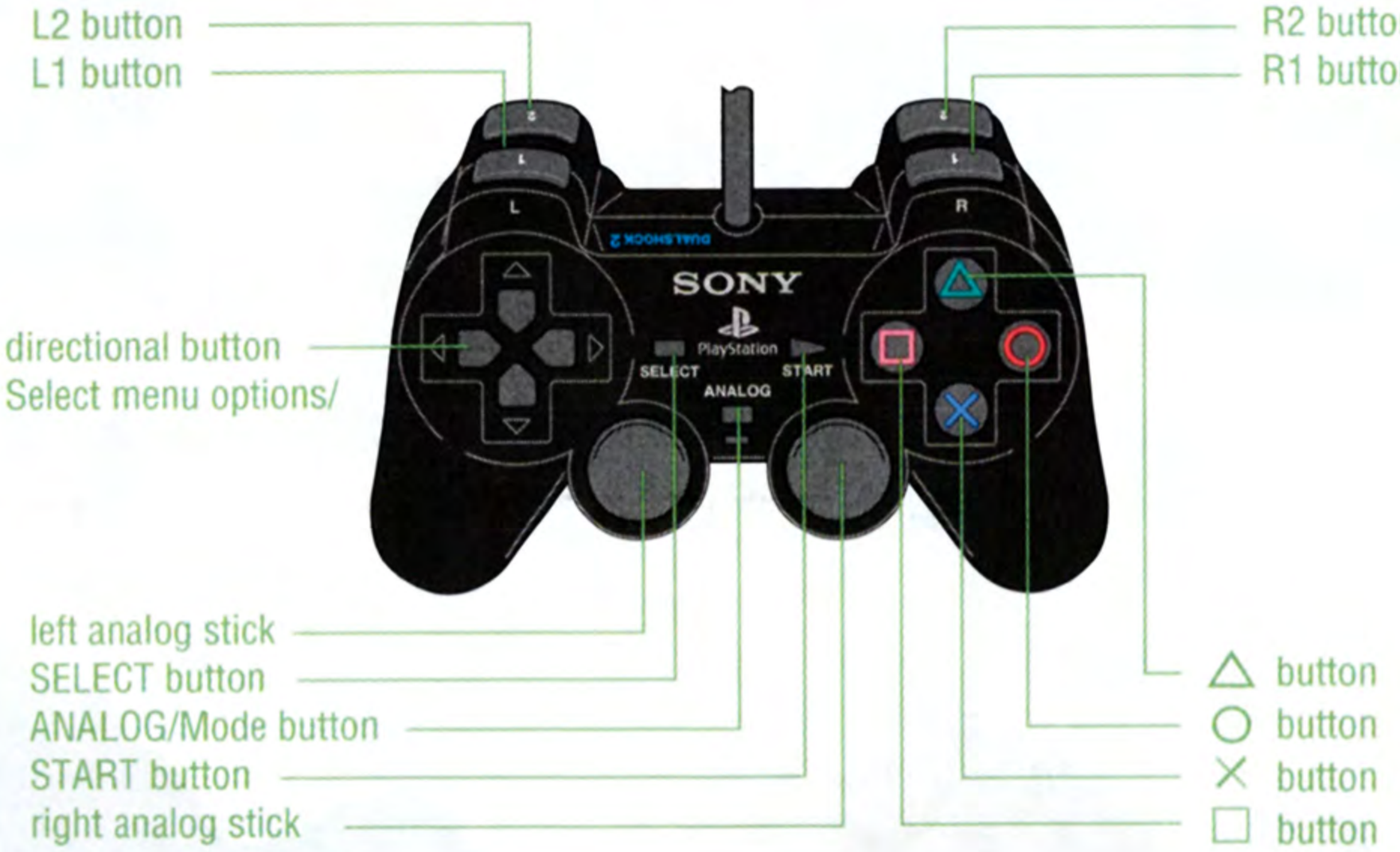
To save game settings and progress, a memory card (8MB) (for PlayStation®2) is required. Insert the memory card into MEMORY CARD slot 1 or MEMORY CARD slot 2 of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same memory card, or from any memory card (8MB) (for PlayStation®2) containing previously saved SUIKODEN®III games.

NOTE *SUIKODEN®III uses at least 135KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.*

CONTROLS

I can go anywhere

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



Vibration mode not supported.

Buttons on controller and DUALSHOCK® analog controller are identical in purpose to the buttons on the DUALSHOCK®2 analog controller.

⊗ button	Select, Converse, Search, Open doors, Advance dialogue, Climb ladders
△ button	Cancel, Advance dialogue
□ button	Display Menu
○ button	Display additional information when available
directional button	Cursor, Move character
right or left analog stick	Cursor, Move character (lightly = walk, strongly = dash)
L1 button	Same as ⊗ button
L2 button	Same as △ button
R1 button	+ directional button to jump to selections on World Atlas and Group Combat screens
R2 button	No effect
SELECT button	Same as ▣ button
START button	Toggles mini map ON/OFF in the field
ANALOG mode button light on	Analog mode activated

STARTING THE GAME

The first step

TITLE SCREEN

After the Konami logo appears, an opening video sequence begins. Press the START button to switch to the title screen. Select "START" to begin a new game or "CONTINUE" to load a previously saved game.

START

Upon selecting START, you will be taken to the naming screen to enter a name for the Flame Champion. You will then have the option of loading a saved game from Suikoden® II.

Saved Data from Suikoden II

After entering a name, PlayStation® Suikoden® II saved data can be read. But the data must first be copied to a memory card(8MB)(for PlayStation®2) and inserted in MEMORY CARD slot 1 or 2.

Copying Saved Data

In order to copy data from a PlayStation memory card to a memory card(8MB)(for PlayStation®2), you must be at the PlayStation®2 browser screen. To get to the browser screen, turn the power on without a disc in the disc tray. Insert a PlayStation memory card containing Suikoden II saved data, select the memory card, and copy the data to a memory card(8MB)(for PlayStation®2). For more information, see the PlayStation®2 instruction manual.

CONTINUE

Select "CONTINUE" in order to load a previously saved game.

Loading

Insert a memory card(8MB)(for PlayStation®2) into a MEMORY CARD slot. After choosing "CONTINUE" from the title screen, the load screen appears. Select the memory card(8MB)(for PlayStation®2) and the saved data file.

Saving

Saving can be performed at inns, or in the field by finding a Journey Crystal. ***Journey Crystal (p18)*** *You must have at least 135KB of memory in order to save your game.*

MAP & HISTORY

This is the land where we were born

The Land and Its Past

Grassland—a region of vast plains and sparse woods, where gales blow strong and nature thrives.

The Six Clans, spread across Grassland, symbolize the wilderness that they inhabit.

To the east lies the mighty Holy Kingdom of Harmonia, and to the south the Republic of Tinto.

Situated to the west beside the sea is the Zexen Federation, a mercantile nation prospering remarkably from recent increases in continental trade.

Military aggression by larger nations toward Grassland has been turned back narrowly time after time.

Confrontation between the Six Clans and the Zexens has especially deep roots. Grassland continues to hang in a dangerous balance between war and peace.

MAIN CHARACTERS

Three completely different people

Through Whose Eyes Will You See the World?

- Geddoe -

The captain of a small unit in the frontier defense forces of the Holy Kingdom of Harmonia. Geddoe closely watches the hostilities between Grassland and the Zexen Federation. He must confirm rumors that the Fire Bringer has returned—perhaps to sweep victoriously once again across Grassland and then disappear. If history is to be remade, none shall doubt that this one-eyed man will have something to say about it, even if it means infiltrating Grassland alone.

- Hugo -

A young but skillful rider known to cross the vast prairies of Grassland by steed in the early morning. Hugo is the son of Lucia, Karaya Clan Chief, who assigns him the mission of delivering an official message to the hostile nation of Zexen. As the son of his tribe's chief, he sets off to help bring peace to a land that has known much grief.

- Chris -

As a parade winds through the Zexen capital of Vinay del Zexay, at the heart of the procession is the illustrious knight named Chris Lightfellow. Atop her white steed, the Silver Maiden receives the cheers of her people. But the Zexen Council gives a new responsibility to this Zexen Knight captain: to negotiate a peace agreement with the Grassland barbarians of the Six Clans.
But is there something she doesn't know about the treaty?

TRINITY SIGHT SYSTEM

We All See Things Differently

The main story can be played by choosing the viewpoint of Hugo, Chris or Geddoe. The Trinity Sight System (T.S.S.) offers multiple viewpoints of one story. At the T.S.S. screen, just select a main character.

Read the biographies for past chapters to check the history of the viewpoint you choose.

108 STARS

Passion stirs the ages

The Call to Glory

Whenever the course of history is altered, it is often because of the tremendous power of certain individuals to "make" the future. But whether by fate or coincidence, even the slightest thread of connection between people can eventually turn out to be of huge importance to later events.

In Suikoden III, an important few in the world who are at the center of events are called "Stars of Destiny." They live with purpose, as if directed by cosmic forces, going on to leave their marks on history. In this era of historical turbulence, some of the 108 Stars of Destiny will become your reliable allies, others your relentless adversaries. You will come across any number of these notable and charismatic personalities during your adventure. Learn what you can from them, for they are your best connection to understanding the whole truth of history.

BASIC COMMANDS

What should be done now?

A Wide Range of Choices for a Wide Range of Challenges.

Basic Commands can be used in the field and when viewing the World Atlas. Use the ● button or SELECT button to access the Basic Commands.

Items • Runes • Skills • Equipment • Status • Formation • Setting

Rune Magic usage (# of times)
Runes (p13)

Pair 1

Pair 2

Pair 3
Formation (p16)

ITEMS

When selecting an item, your choices are: Use/(Un)Equip/Discard.

Party Items

Items in the Bag are considered to belong to the entire party. Make sure to Equip a character first before sending him/her into battle.

Event Items

Certain items gained are important to the story and cannot be discarded.

RUNES

Choose this command to use rune magic while in the field. First select the party member. The available magic for his/her rune will appear. The number of times magic can be used depends on the character's level. After 0 is reached, magic becomes unusable until the character rests at an inn.

Affixing a Rune

To use rune magic, a character must first affix the rune to his body. After the seal has been broken on a crystal, the rune can be affixed. Bring the sealed crystal to a Rune Sage. **Rune Sage (p20)**

Effectiveness of Magic

The effectiveness of magic is largely controlled by magic skills. If the magic skill is high, not only will the magic be effective, but chanting time becomes shorter, too.

SKILLS

Skills refers to each character's special abilities. Any party member's skills can be viewed. Offensive capability, the probability of repelling attacks or inflicting heavy damage, etc., all change in battle according to a character's skill. Support skills, while not used directly against a foe, can produce unique benefits for your party.

There are two main types of skills: natural and learned. Learned skills can be improved at a Training Center or Education Center. Natural skills stem from the character's inherent traits, but only some of them can be improved at a center (skills in the Support category cannot). Skills that are classified as "natural" and "learned" vary by character. Once you've had your characters' talents assessed, you'll be able to develop party members according to your own, unique vision.

Both training skills and the Rune Sage skill are used with this command.
Education Center/Training Center (p21) Skills Chart (p29)

EQUIPMENT

Use to equip (and unequip) defensive gear and items, from your Bag or from among other party members. Certain types of defensive gear and items cannot be used by some characters.

Unequip All

Removes all equipment from a character and puts it in the Bag.

Auto Equip

Automatically chooses the most suitable equipment from the Bag for a character.

STATUS

The detailed status of party members can be checked. While status is displayed, the up-down directional buttons toggle the character selection, and the ⊗ button shows the character's profile.

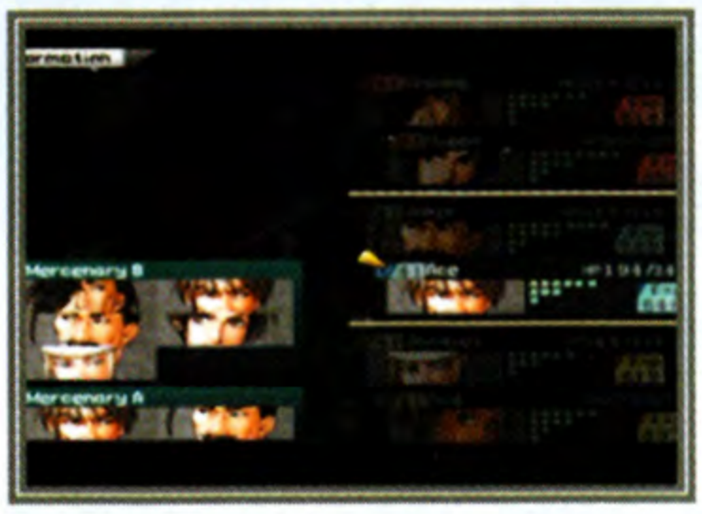
Bad Types of Status

Poison	Caused by being poisoned. Healed by antidote, healing magic, or by moving a fixed distance.
Combat Stifled	When HP reaches 0. No action possible.
Unbalanced, Stunned	When balance is lost. Unable to attack or use magic or skills for 1 turn.
Paralyzed	No action possible for fixed duration.
Bull's-eye	The target of all enemy attacks.
Unfriendly	Unable to participate in combination attacks.
Silent	Unable to use magic. Cured with Throat Drops.
Teleported	Caused by blinking magic. No action possible. Cannot reverse during battle.
Asleep	No action possible. Cured by taking damage.
Slowed	Actions take longer to complete.

Good Types of Status

Berserk	Lasting for an unspecified number of turns, offensive capability is raised by 50%.
Boost	Lasting for 3 turns, offensive capability is doubled.
Invincible	Invincible to enemy attack, but action is impossible.
Alert	Magical offensive capability is raised 50%, but with a 20% chance of backfiring.

FORMATION



The party's battle formation during combat. Formation is based on three "pairs." A pair is considered to be 2 characters fighting together with a coordinated front and rear guard.

In Suikoden III, battle action typically occurs in pairs. When your party has fewer than 6 members, 1 character alone comprises a pair. But in such cases, the lone character is considered to take the front guard. The available possibilities for combination attacks and mounted attacks can be checked with this command.

Combination Attacks (p23)

Mounted

In a few special cases, a character can fight while riding on another character.

This is done by placing the rider and steed together in a pair which combines the HP and offensive capabilities of both characters into a single, very powerful fighting force.

SETTING

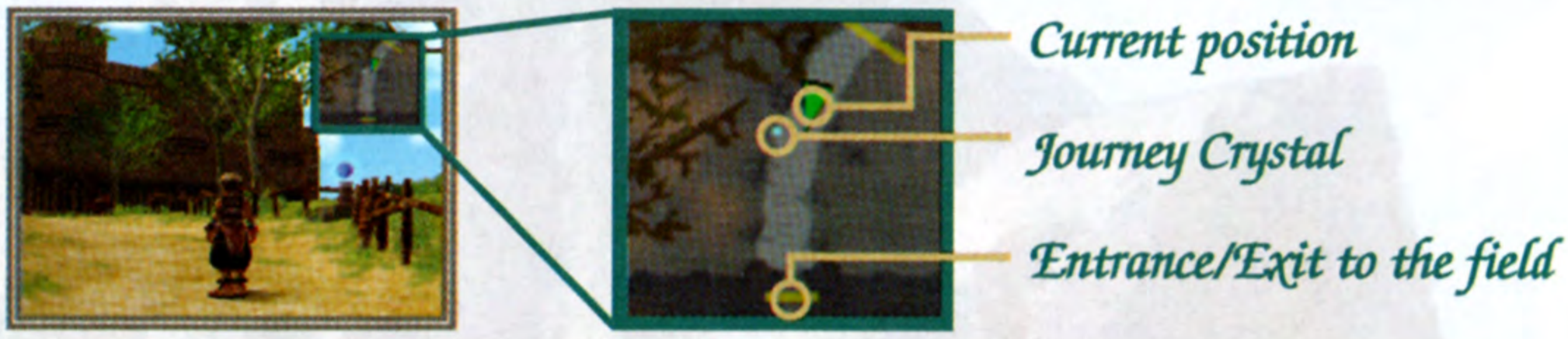
Use this command to set any of the following:

Message Speed	For adjusting the speed at which text appears.
Stereo/Mono	For selecting sound.
BGM Volume	For adjusting the game's music volume.
Sound Effect Volume	For adjusting the volume of sound effects.
Button Configuration	For changing the direction buttons + △ button command between Run and Walk.

THE FIELD

This is endless

Refers to the world "outside" where endless free movement is possible. While in the field, the upper right of the screen shows a miniature map, which can be toggled on/off with the START button.



A simple map shows your approximate position in the field. Use the START button to toggle map on/off.

JOURNEY CRYSTAL

Approach and press the ⊗ button to save the data of your adventure.

HERBS

If you find herbs that look fresh, you can pick them by approaching and pressing the ⊗ button. The different varieties are: Medicine, Mega Medicine, and Asian Herbs. In general, herbs grow in nature over time, so let them blossom first. But of course, leaving them unpicked gives someone else the opportunity to get them first. After picking, that spot will not yield more herbs until enough time passes for them to grow back.

BLINKING MIRROR

While viewing the World Atlas, use the Blinking Mirror to conveniently return yourself to Homeland. The Blinking Mirror can only be found through the course of events in the game, so don't bother shopping for it.

PLUNDERING THE DEAD

Approach the dead and press the ⊗ button to collect whatever there is to be had from his/her Bag. After helping yourself once, you won't be able to salvage anything from that spot for a certain period of time. Depending on which main character you've chosen, you may not be able to take certain items from the Bag.

LADDERS

Approach a ladder and press the ⊗ button to grab hold of it, then move the right analog stick or left analog stick, or the directional buttons, to climb and descend. Not every main character is suited to ladder use.

TABLET OF STARS

After a certain point, the location of the stone "Tablet of Stars" will appear on the World Atlus. Reading the tablet offers a comprehensive list of the 108 Stars whom you have befriended. The tablet also notes details about each individual.

WORLD ATLAS

While displaying the World Atlas, select the place you wish to go and then press the ⊗ button to head there.

HOMELAND

There's No Place Like Home

As you progress in the game, your characters can eventually establish a castle. Certain acquaintances of yours will help parts of your castle to come into service. Additions to your castle achieved under one main character will still be available to you even if you choose to change the point of view through T.S.S.

FACILITIES IN TOWNS AND CASTLES

Tavern

This is where you can add or remove party members or support characters. Note that at taverns outside Homeland, the party members cannot be changed.

Inn

Sleep here to restore the HP and magic use potential of all the party members. The game can be saved here.

Supply Shop/Defensive Gear Shop

Buy and sell items, defensive gear, etc., at the appropriate shop.

Rune Sage

Has the skill to affix and remove runes. To affix a rune, the crystal containing the rune should be brought to the Rune Sage. The Rune Sage also sells certain crystals.

Blacksmith

Each character has his or her favorite weapon. For a nominal fee, a Blacksmith can re-forge the weapons to raise their level and attack power to a certain point, depending on the skill of the Blacksmith.
The Homeland blacksmith can specially re-forge the weapons and overcome this limitation – but only with a certain item....

Appraiser

There are times when you come into possession of an item you can't identify. Just bring it to an Appraiser.

Trade Shop

This is a place to make money by buying and selling goods. Different traders pay more or less for the same item, according to the market value at that point in time. Once you understand the system, you'll soon be planning to make a fortune.

Education Center/Training Center

Through repeated combat, your skill points will start to climb. But to convert these to higher skill ranks, you must visit a special center. At such centers, learned skills can be acquired, at the cost of a certain number of skill points. Education Centers specialize in magic skills, while Training Centers are more concerned with hand-to-hand attack and defense.

Lottery Ticket Seller

The place to buy lottery tickets. A board is situated nearby to show the winning numbers of that particular town's three most recent lotteries.

Teleporter

You may request to be teleported to anywhere you have already visited.

COMBAT

Winning Takes More Than Strength

Whenever an enemy is encountered in the field, a combat scene commences. You might also run into a powerful Area Boss or, in remote mountains and tunnels, a Dungeon Boss protecting a hoard of treasure. Defeating an Area Boss or Dungeon Boss will prevent it from reappearing, but only for a while.

FIGHTING

Attack — For attacking with weapons.

Defend — For reducing damage from enemies.

Rune — For using a rune's power.

Item — For selecting an item belonging to either character in a pair, or from the party's Bag. During combat, individual items for healing or curing are usually only of use to that particular pair.

Combination Attack — For carrying out a concerted attack, if available. When a pair attacks in coordination with another pair, the third pair has no choice but to defend.

Chanting — For magic that requires two or more turns to cast. The command must be chosen on the second and successive turns until the magic is cast. The target can be changed during chanting.

RETREAT / LET GO

Choose "Retreat" to run away without fighting. Note that your retreat is not always guaranteed. In cases where you are stronger than the enemy, the "Retreat" command changes to "Let Go."

AUTO

Cues all party members to attack with weapons.

ACTIONS GAUGE

After a battle command has been selected, this gauge shows the amount of time remaining until that action can be carried out. Characters with good Swing skill can attack so quickly that multiple attacks may be carried out in 1 turn. Likewise, strong magic skills shorten the required casting time. Magic casting not completed in one turn will automatically cease unless "Chanting" is chosen each successive turn until the magic is cast.

Actions Gauge

COMBINATION ATTACK

Use this command to unleash a special attack possible only through the coordination of the 2 characters in a pair. Changing the characters who are in pairs can change the available combo attacks. Unique combo attacks using 3 or more party members are possible too. Such selections become available when the proper party members are present. Certain party formations produce special combo attacks, so experiment with using different party members.

KNOW THYSELF

There is an ideal proximity to your foes for each type of weapon. Ascertain how close to foes a blade weapon character must be, and how far away a projectile weapon character can be, and strategize accordingly. If characters with short-range weapons, like swords, try to attack a distant target, the attack may end up damaging a nearby foe instead.

Each type of character has certain tendencies. These influence the results of actions undertaken as a pair. For example, berserker characters (such as Hallec or Fred) try to attack a nearby enemy even if directed to concentrate on defense. Similarly, as long as magic user characters (such as Estella or Piccolo) are not placed in the front guard of a pair, they will not attack even when commanded to do so. Thus, a berserker in the front guard of a pair will fail to protect a magic user in the rear guard position, and the latter will take damage and be unable to chant.

Although a character's tendencies may not be known before actually watching them in battle, you can surmise a lot from the way the character looks. Take a moment to consider whom it is you're pairing. Striking a good balance within the party is the fastest way to victory.

CHARACTER TENDENCY TYPES LIST

Berserker	Attacks regardless of the circumstances.
Offensive Fighter	Will attack whenever possible.
Defensive Fighter	Will protect the rear guard character when necessary.
Dart Thrower	Will protect the rear guard character when necessary. Can counter-attack.
Archer	Aim is poor at close range. Cannot counter-attack.
Magic User	A magic specialist.

GROUP COMBAT

At certain points in the story, multiple units assemble to fight together. Individual unit movement is carried out on a turn-based system.

Move *For moving units from area to area. Group combat commences when you try to enter an area occupied by the enemy. When you move into an area occupied by more than one enemy unit, the particular unit to intercept you will automatically be chosen.*
If a unit's movement results in the enemy being surrounded, the adjacent units are assigned to "cover," or support, that movement. A unit receiving cover has higher offensive strength than usual.

Defend *For defending the present area. Group combat commences when the enemy tries to enter the area being defended. When the enemy tries to move into an area occupied by more than one of your units, choose the unit with which you will intercept.*

Skill *For utilizing group combat skills. Allows magic attacks and healing.*

Auto Skill *For displaying the effects of automatic group combat skills.*

Press the ▣ button or press the ⊗ button outside of a combat area to display the Auto and End options.

Auto *Lets your side's military strategist decide movement. Full Auto: Lets your side's military strategist decide movement and fighting.*

End *Ends your turn and switches to the enemy's turn.*

COMBAT

Contact with an enemy area commences combat with the following options:

Attack *For attacking enemy units.*

Defense *For tightening defense. The odds of successfully defending are higher than those for successfully attacking. Effective at warding off continued attacks.*

Retreat *For giving up on combat and ending hostilities. If retreating as the attacker, will return to previous area. If retreating as the defender, will go to an area occupied by allied units. If no area is available for retreat, this command will not be available.*

Combat ends when one of the following occurs:

- ***When one unit's leader is defeated.***
- ***When one side's unit retreats.***
- ***When 3 moves have been completed but victory is still undetermined. (The attacking units return to their original area.)***

DUELS

Characters fighting one-on-one have three choices: Attack (as usual), Defend, or Deathblow (as strongly as possible). Listen carefully to what the enemy says to determine what he/she will choose to do next.

DUEL GAUGE

Shows the current balance of power between you and your foe. When the indicator is on the enemy's side of the gauge, you have the advantage. Attacking is more effective when you have the advantage.

RUNE MAGIC CHART

FIRE RUNE

Fire magic attack which can affect an area

LV 1	*Flaming Arrows*	*60DMG to 1 foe*
LV 2	*Dancing Flame*	*150DMG to all in area*
LV 3	*Blazing Wall*	*400DMG to all in area*
LV 4	*Explosion*	*700DMG to all in area*

LIGHTNING RUNE

Lightning magic attacks, single/multiple targets

LV 1	*Thunder Runner*	*100DMG to target + line-of-sight foes in front*
LV 2	*Berserk Blow*	*250DMG to target*
LV 3	*Soaring Bolt*	*900DMG spread among all foes*
LV 4	*Furious Blow*	*1000DMG to target + line-of-sight foes beyond*

WATER RUNE

Water magic, primarily for HP recovery

LV 1	*Kindness Drops*	*Heals HP + corrects status of pair*
LV 2	*Breath of Ice*	*100DMG to target + foes + allies in area*
LV 3	*Kindness Rain*	*Corrects status & heals 400HP of allies in area*
LV 4	*Silent Lake*	*Temporarily silences magic chanting*

WIND RUNE

Wind magic, HP recovery, special attack

LV 1	*Wind of Sleep*	*60% chance of sleep for target + foes in area*
LV 2	*Healing Wind*	*Restores 300HP + status of 1 ally*
LV 3	*The Shredding*	*250DMG to foes*
LV 4	*Funeral Wind*	*300DMG to 1 foe + chance of instant death*

EARTH RUNE

Earth magic, primarily for supporting allies

LV 1	*Clay Guardian*	*PDF + MDF improved, lowers DMG 15%*
LV 2	*Vengeful Child*	*Protects 1 pair from all magic once*
LV 3	*Guardian Earth*	*Cure foe + ally status and field effects*
LV 4	*Earthquake*	*800DMG to terrestrial foes*

PALE GATE RUNE

Magical summoning of beasts

LV 1	*Open Gate*	*100DMG target + foes in area. Chance of deathblow.*
LV 2	*Royal Passage*	*350DMG to 1 foe*
LV 3	*Pale Palace*	*600DMG to foes*
LV 4	*Empty World*	*900DMG to foes. 45DMG to allies.*

RUNE MAGIC CHART

BLINKING RUNE

Teleportation magic

LV 1	*Ready!*	*Teleports 1 foe. Failure teleports 1 ally.*
LV 2	*Set!*	*200DMG to target + foes + allies in area*
LV 3	*Go!*	*Teleports foes. Failure teleports all other allies.*

SHIELD RUNE

Special field effect and HP recovery

LV 1	*Battle Oath*	*40% chance of entire party becoming berserk*
LV 2	*Great Blessing*	*Restores 200HP to allies*
LV 3	*Battlefield*	*x1.5 effect for all magic for 3 turns*

JONGLEUR RUNE

A unique rune, the user's chanting empowers special benefits for allies

LV 1	*Song of Skylark*	*Speeds chanting of allies by 20%*
LV 2	*Song of Serenity*	*Lowers skill + speed of foes by 20%*
LV 3	*Song of Madness*	*Raises attack power of allies 1.5x. (Allies go berserk)*
LV 4	*Song of a Hero*	*Heals 20% DMG from direct (physical) attack*

SWORD OF RAGE RUNE

Fire addition to weapon attacks, raises fire resistance

LV 1	*Sword of Rage*	*User's direct attack enhanced by fire*
LV 2	*Fire Amulet*	*Raises user's fire resistance*

SWORD OF THUNDER RUNE

Lightning addition to weapon attacks, raises lightning resistance

LV 1	*Sword of Thunder*	*User's direct attack enhanced by lightning*
LV 2	*Thunder Amulet*	*Raises user's lightning resistance*

SWORD OF CYCLONE RUNE

Lightning addition to weapon attacks, raises wind resistance

LV 1	*Sword of Cyclone*	*User's direct attack enhanced by wind*
LV 2	*Wind Amulet*	*Raises user's wind resistance*

SKILLS CHART

DIRECT (Physical) ATTACK SKILLS

Swing	*Raises speed of weapon swing*
Accuracy	*Raises accuracy. Overcomes foe's defenses*
Damage	*Raises damage of successful direct attack*
Sharpshoot	*Raises distance and damage of long-range attack*
Counter-Attack	*Raises your chances of counter-attack*
Heavy Damage	*Raises chances of inflicting heavy damage*
Continual Attack	*Raises chances of sustaining continuous attack*
Freeze	*After successful attack, foe is immobilized*
Thief	*If foe is hit, potch can be stolen*

DEFENSE SKILLS

Repel	*Raises chances of repelling foe's attack*
Parry	*Raises chances of parrying foe's direct attack*
Shield Protect	*Raises chances of shield absorbing damage*
Armor Protect	*Raises strength of armor in battle*
Adrenaline Power	*Pushes body to heal when HP reaches 0*

MAGIC SKILLS

Fire Magic	Raises Fire Rune chant speed and power
Water Magic	Raises Water Rune chant speed and power
Wind Magic	Raises Wind Rune chant speed and power
Earth Magic	Raises Earth Rune chant speed and power
Lightning Magic	Raises Lightning Rune chant speed and power
Shield Magic	Raises Shield Rune chant speed and power
Blinking Magic	Raises Blinking Rune chant speed and power
Pale Gate Magic	Speeds Pale Gate Rune chant
Sword of Magic	Raises Sword magic chant speed and magic power
Magic Repel	Raises chances of repelling foe's magic attacks
Magic Resistance	Minimizes damage from foe's magic attack
Focus	Raises chances of sustaining magic chant in battle
Precision	Protects allies from collateral magic damage
Magic Rationing	Raise spell frequency by casting at lower level

JONGLEUR SKILLS

Chanting Volume	Helps protect Jongleur chant in battle
Chant Purity	Raises effect of Jongleur Rune

OTHER

COMBAT SKILLS

Holy Dash	Raises speed of movement
Fighting Spirit	Repels Stun and Unbalance attacks

SUPPORT SKILLS

Potch Finder	Increases potch found in monster lairs
Treasure Hunt	Raises chances of finding items in monster lairs
Healing	Automatically restores fixed % of HP after battle
Cook	Create special meals with the remains of monsters
Appraisal	Automatically identifies unknown items
Discount	Haggle more effectively with merchants at shops
Bujutsu Teacher	Access Training Centers. Aids party direct attacks
Tutor	Access Education Centers. Aids party magic attacks
Rune Sage	Enter any Rune Sage shop. Speeds party chanting
Trade-in	Trade-in unwanted items, even outside towns
Bath	Auto-restore status and % of HP after combat

CREDITS

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Konami of America, Inc.

VP MARKETING
Chris Garske

DIRECTOR OF MARKETING
Rick Naylor

PRODUCT MANAGER
Dennis Lee

SENIOR MANAGER, CREATIVE SERVICES
Monique Catley

DIRECTOR OF MARKETING COMMUNICATIONS
Cherrie McKinnon

SENIOR MANAGER, PUBLIC RELATIONS
Tammy Schachter

CONSUMER SERVICES
Jamal Carter
Mark Gonzalez

PRODUCT WEBSITE
Mike Dobbins

PACKAGE DESIGN
Department X

LOCALIZATION PRODUCER
Ken Ogasawara

SCRIPT EDIT
Lani Minella/Audio Godz

QA MANAGER
Mike Klug

QA LIAISON
Kengo Kishimoto

LEAD TESTER/SCRIPT EDIT
Huan-Hua Chye

TESTERS/SCRIPT EDIT
Jayson Ayran, Jameel Din, Marianne Monaghan,
Jason Pace, Mari Schaal, Lisa Vasquez

SPECIAL THANKS
Kaz Nirasawa, Wilson Cheng, Lee Allison Verdeckberg,
Daniel Castillo, Catherine Fowler, Takeshi Minagawa,
David Chen, Everyone@KOA

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